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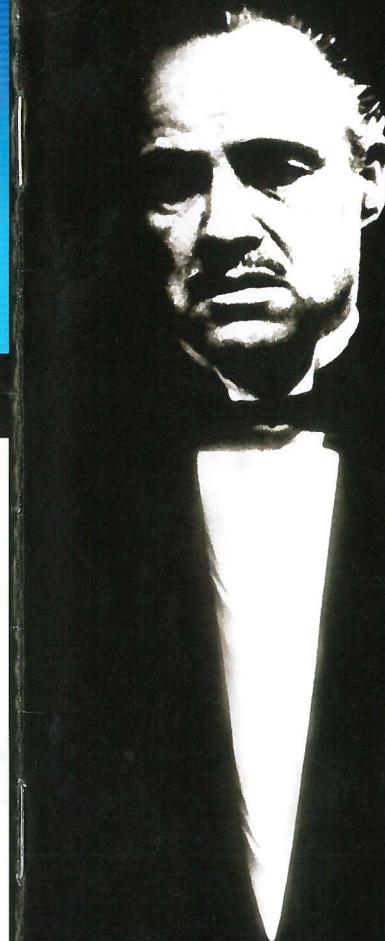
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xbox



The Godfather™
THE GAME



EA



About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

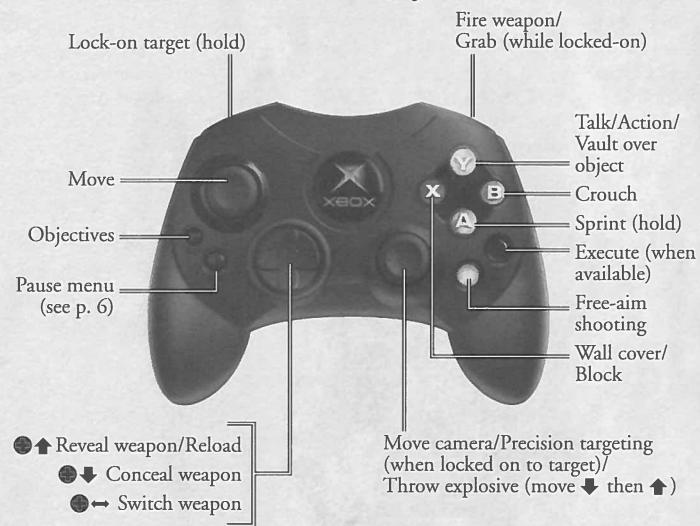
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COMPLETE CONTROLS

General Gameplay



Driving

Enter or exit vehicle	Y
Steer	L
Horn	L (click)
Accelerate	R or A
Brake/Reverse	L or X
Handbrake	B
Move camera	R
Rear view	Y or click R
Change camera	O

NOTE: For information on BlackHand Control, see p. 2.

CHECK OUT EA™ ONLINE AT WWW.EA.COM.



WELCOME TO THE FAMILY

After a life of small-time crime you've been accepted into America's most powerful criminal organization—the Corleone Family. Now you must earn respect and rise through the ranks of the New York City underworld.

As a member of the Corleone Family, it's up to you to make a name for yourself in the battle to rule the city and dominate the other NY families (Tattaglia, Stracci, Cuneo, and Barzini). Learn when it's time to talk and when it's time to use force to get what you want. Play your cards right and you'll gain the money and respect you need to get ahead; who knows, you might even become the Don of New York City.

MOBFACE

Before you enter the world of New York City 1945, you have to create your mobster. Using MobFace technology, you can customize your mobster's appearance, including hair color and style, facial hair, eyebrows, and more.

You can also choose your gangster's apparel and earn money to buy him new clothes. After all, if you want to be Don you gotta dress the part.



BLACKHAND CONTROL

If you want to rise through the ranks of the Family, you have to know how to get what you want out of people. In *The Godfather The Game*, you do this through BlackHand Control. The first thing you must do to interact with any person or object in the world is target them.

Targeting

Targeting is how you select who you want to talk to ... or shoot. When you walk around, notice that some people have a over their heads and a circle under their feet. Pull and hold to target and lock-on to a person or object with the . The circle under them pulsates while you've got a lock.

☒ Target switching: To lock-on to the next closest target, release then pull and hold it again. If you have a gun out you can also switch targets by quickly moving twice in the direction of the target.

Hand-to-Hand



Grab + power attack

After locking-on to somebody, you can rough him up a bit—or a lot.

Moving gives you free reign to manhandle your locked-on target. Move for a **quick attack**, or move then for a **power attack**.

While still holding , pull and hold to **grab** the person. You can then continue to punch or kick him—or even **head-but**t him—by moving .

NOTE: When you are right next to an injured enemy you sometimes see an “execute” message. Press to finish the chump off quickly.



Grab Moves (pull and hold +

Other moves you can perform when you have somebody in a **grab** include:

Strangle

Click and hold and simultaneously. When you feel their heartbeat slow, finish them off or grant them a last-second reprieve.

Drag

Move .

Swing

Move .

Lift to feet

Move or simultaneously click and to bring a kneeling enemy to his feet.

Slam

Maneuver (drag) your enemy up against a wall or other object then move in the direction of the wall or object.

Throw over ledge

Maneuver your enemy up against a railing or window then move .

Garrote

Equip your garrote, stand behind your enemy, and then pull and hold and just like a grab. It's quiet and quick.

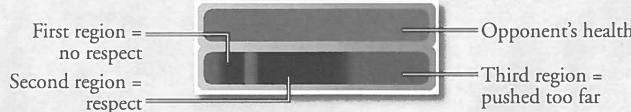


Face-to-Face

You want information, you gotta talk to people. Engage anybody in conversation by walking up to them and pressing **Y**. Keep an eye out for people with **puppeteer hands** over their heads. These people have something you want, whether it's information, a racket, or something else.

You can try to influence certain people with puppeteer hands over their heads by extorting or bribing them. Keep an eye on the **pressure meter** to gauge their reaction to you. Too little pressure and they won't give you the respect you deserve, not to mention whatever you're after. Too much pressure and you'll have one of two things on your hands—a fight or a dead man.

Pressure Meter



Precision Aiming

A dead man can't talk ... or give you a cut of his profits. Precision aiming lets you target non-vital "weak points" of a thug's body so you can keep him around long enough to spill the beans. With your weapon drawn, pull and hold **L** to lock-on target an enemy then move the crosshair by moving **R**. The crosshair turns red when you've locked-on to a weak point. Hit his arm, he might drop his weapon. Take out his leg and he's not going anywhere.

Take Cover

Keep your body protected. When the bullets start flying, press **X** to take cover behind a wall or press **B** to crouch behind an object. You can then target an enemy while keeping out of sight. When you pull the trigger, you pop out from behind your cover, fire off a shot, and then go back to the safety of your cover.

You can cover your body during a fist fight by pressing **X** to block. Press and hold **X** and move **L** to dodge punches.



RESPECT

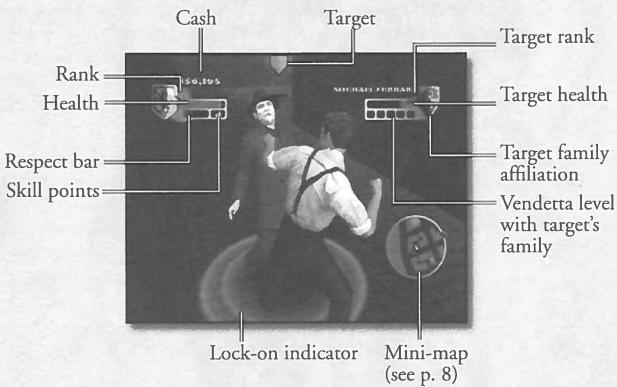
Respect is the currency of the underground world of organized crime. If you don't have respect—from common citizens, from cops, from enemies, even from your own Family—you're going nowhere fast.

In *The Godfather The Game*, respect is everything. It affects your position in the Family, your dealings with members of other families, your standing with the cops, and more.

There are many ways to earn respect, which is measured in **respect points**. Doing jobs for the Corleones, taking over rackets, performing contract hits, and whacking any enemy thugs that get in your way all earn respect. Other ways to earn respect points include pulling off heists, extorting businesses, bribing cops—in general, doing all the things a mobster does best.

As you earn respect points, you fill your respect bar. When you completely fill the bar you earn a **skill point**. Spend those points to improve yourself in a variety of categories including shooting and street smarts, to name a couple. Highlight a category on the Skills screen in the Pause menu to find out the benefits of increasing your skill level in that category.

GAME SCREEN



The target icon indicates who you will lock-on to when you pull and hold **L**. Release **L** and pull it again to switch to the next closest target.

PAUSE MENU

Keep up with your progress toward taking over New York through the Pause menu. From here you can quit your current game or access the following screens:

Map

New York is a big city. Find out where you are and where you're going by accessing the map. Press **X** to bring up an icons legend. Press **A** to zoom in on your location and then move **B** to pan the map. Press **Y** to add your own marker to the map. Move **R** to move the marker around, press **Y** to lock it in place, and press **Y** again to remove it. Your marker shows up on the mini-map, so it's good for planning where you want to go next.

Skills & Upgrades

View your skill levels and buy new skill upgrades—if you have enough skill points. The Weapons tab shows you what equipment you're carrying including any upgrades you've acquired for your weapons.

Objectives

Review your current and completed objectives. View the Hit List tab to review your contract jobs.

Career Progress

Review your progress towards becoming Don of NYC. The Promotions tab shows your current and next rank benefits.

Total Health Points: Keep an eye on your health. While getting iced reduces your heat and vendetta levels, it also costs you some cash. So try to keep yourself alive, OK?

Tribute Percentage: This number represents how much of your income you pay in tribute to the Corleones. As you go up in rank this number goes down, meaning you get to keep more of your dough.

Tom's Report

Don't worry about keeping track of what crimes you've committed or what rackets you've taken over—the FBI does that for you in a nice, easy-to-read report, viewable on the Rap Sheet tab. The FBI also keeps tabs on your money history, tributes, executions styles, and a lot more. Check your **vendetta level** (see p. 9) with each one of the four rival families on the Rival Families tab, and your **heat levels** by neighborhood on the Heat Levels tab. The higher your heat level, the more aggressively the cops in that neighborhood hassle you.

Options

Set game, audio, and controller options.

Quit Game

Abandon your game progress and return to the Main menu.

Quit Mission

This option only appears when you are currently on a mission.

MISSIONS AND MORE

Being a mobster isn't just standing around looking tough: you've got a job to do. Your missions take you all over New York, from the swankiest clubs to the scummiest back alleys. Whether you're pulling off mob hits, bank heists, or extortion, there's never a dull day at the office.

NOTE: You can always review your current jobs by pressing **O** to view your Objectives.

Each mission begins when you talk to the person giving you your orders. Sometimes they call you on the phone and other times you have to meet them in person. You can activate your next mission by heading towards the small blue circle on your mini-map.

It's a good idea to save your game before you start out on a mission—you cannot save your game in the middle of one.

Rank

Complete the Corleone jobs to develop your story in the game and work your way up in **rank** within the Corleone Family. Start as an Outsider—achieve the rank of Don if you're good enough.

The ranks in order are Outsider, Associate, Soldier, Capo, Underboss, Don, and Don of NYC.

Rising in rank has its benefits—the higher your rank, the bigger your cut of racket and extortion money. To see the benefits of your current rank and the next one you're in line for, consult the Promotions tab of the Skills screen under the Pause menu.

Contract Hits

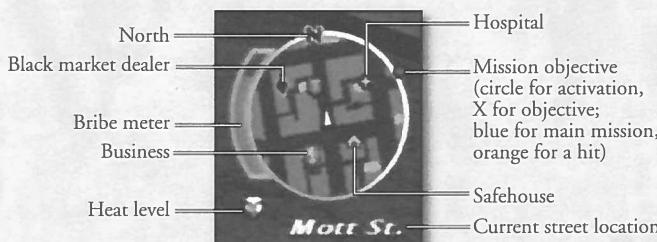
You can also choose to go on **contract hits**. These side missions are a good way to gain respect and cash.

TIP: Executing a contract hit in the recommended fashion earns you bonus respect points and bonus cash.



Mini-Map

The mini-map in the lower-right corner of the game screen shows you the location of your missions, objectives, and important locations.



Doin' BUSINESS

Forget the Big Apple. Think of New York as a big pie, with each of the Five Families—Tattaglia, Stracci, Cuneo, Barzini, and Corleone—owning a slice. Your goal is to take everybody else's slice for the Corleones.

You should always be thinking about how you're going to take down the other families. That's a key to gaining power in the Corleone Family, and to the Corleone Family gaining power in New York. Nobody's saying it's going to be easy—when you try to take over another family's business or racket, you threaten their livelihood. They don't like that.

Rackets and Businesses

Being a mobster doesn't come cheap. For instance, to grease the wheels you want to get the right people on your side, and that means spending some dough. What you need is a steady income, and the best way to get it is to take over rackets and extort businesses.

When you **take over** a business or racket, you must pay a percentage of your income to the Corleones as a tribute. As you rise in rank, that percentage goes down, meaning your cut of the action goes up.

Businesses

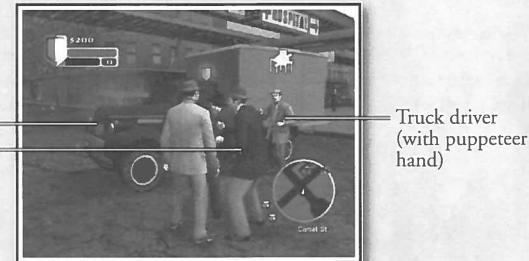
There are plenty of legitimate businesses in NYC, and they need protection. That's a service you offer. If you explain this to a merchant and he doesn't see things your way, try demonstrating to him just what type of thug he might need protection from—thugs that might rough up his cash register, displays, or him. Usually they come around pretty quickly. Once you've got a business under your wing, the owner pays you a weekly fee for your hard work.

Rackets

Some businesses serve as **fronts** concealing illegal activities like gambling, counterfeiting, and explosives. After you've got a business under your protection take a peek into their back room. There may be a racket back there for you to take over. The concept is the same as with businesses: convince the **racket boss** that he's better off working for the Corleones, and you'll get a cash payment every week.

When you take over a racket, you might learn of other operations in a **racket chain**. Take over an entire family to maximize your cash flow.

Certain rackets have **warehouses** and **hubs** tied to them. Hubs supply warehouses, and warehouses supply fronts.



Racket truck

Sure, you can look on your map and take out rackets family by family. But why not rob a **racket truck**? With a little persuasion the driver will tell you where he's going. Take out his guards and you can heist the cash they were protecting. The money is yours if you can make it back to your safehouse in one piece...

If you have the guts and the muscle to take over a warehouse, you can find out which hub supplies it. Don't even think about taking over a hub until you have plenty of firepower.

Take over rackets and line your own pockets while hurting the other families. Now that's good business.

Vendettas

When you do business in the mafia world, there's bound to be some casualties. Taking enemy territory often means offing a couple of thugs. While killing members of rival families gains you respect, it also increases your vendetta level.

If you go into every situation guns blazing and leave a trail of wasted enemy soldiers in your wake, you'll spike your vendetta levels and start a **mob war**. Then every two-bit punk with a family affiliation will be gunning for you. Approach things more strategically and you'll find it a lot easier to conduct your affairs.

There are two ways to end a mob war: bomb one of the rival family's businesses or bribe an FBI agent to get the heat on your enemies so they lose interest in you.

The Cops

If you tick off the cops, your heat level goes up, which makes it more difficult for you to go about your business. Punching a cop, stealing a car, icing a civilian—these are all things the police don't like. If a cop arrests you, you wake up in jail—minus the cost of posting bail. If your heat level gets too high, cops won't bother themselves trying to arrest you. They'll shoot first and ask questions later.

☒ Tom's Report can show you your heat levels in different neighborhoods.

Bribes

Fortunately money talks in NYC. You might find it easier to get away with a bit more unsavory behavior if you grease the right palms.

When you bribe a cop, the bribe meter appears. The cop's rank determines how long the bribe lasts. While bribed, the cop turns his back on petty crimes and violence. He even fights on your side if anyone gives you trouble. Don't push your luck, though—if your heat level gets too high or you attack a policeman, the bribe is off.

The Five Families: Profiles in Crime



Corleone

Don Vito Corleone's family controls the Little Italy area of Manhattan. Corleone businesses and rackets have come under attack by the other families recently, but the family has so far managed to hold on to its territory thanks to Don Vito's strong leadership.



Tattaglia

The Tattaglias are a low-class operation operating in Brooklyn. More than any other family, the Tattaglias are not to be trusted—much less respected. If you're going to take over all of New York, Brooklyn would be a good place to start.



Stracci

New Jersey is on the periphery of the New York mafia scene, but under the Straccis its influence is on the rise. The Straccis' main racket is waste management, but their real joy in life is killing. These psychopaths give the mafia a bad name.



Cuneo

You don't get by in Hell's Kitchen without being tough. The Cuneos don't have a lot else going for them—a few gambling operations, some prostitution, plus a busy weapons trade—but what they do have they're determined to hold on to.



Barzini

Welcome to Midtown. The Barzinis' operations here include a bunch of real moneymakers. With that kind of wealth comes great power, meaning you're going to have your work cut out for you if you want to move in on Barzini turf.

SAVING AND LOADING

If you're ready to lay low for a while, head to a safehouse. Here you can save your game or just hide out from cops and rivals.

Once you start a mission you cannot save your game until you complete or quit the mission. It's wise to save your game between missions so you don't lose your progress.

☒ You can purchase safehouses in the different neighborhoods to give yourself more options for taking the heat off. Certain safehouses can also store your weapons.



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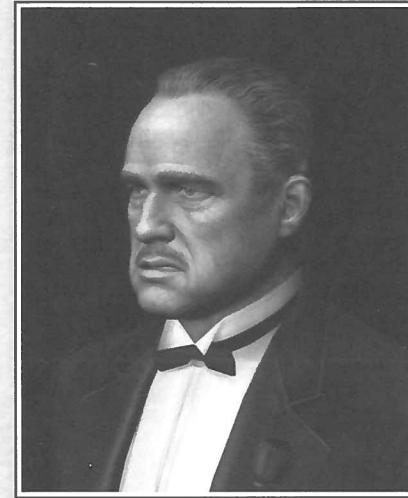
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